

# Starlane

Players take on the role of traders aboard a merchant vessel in the Orion Imperium. A GM decides task difficulty and makes rule decisions.

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Traders have twelve points distributed between three attributes: Body, Social, and Tech ( 1-6).

Each trader chooses three Specials, which reduce task difficulty by 2 (ex: rich merchant, expert soldier, starship technician).

When the GM determines task difficulty, players want to roll a d6 and get a result less than their appropriate attribute. The GM may say that the task difficulty is increased for particularly hard tasks.

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As the game continues, traders may advance by gaining XP.

1 XP: Retrain a Special or move a point from one attribute to Another.

3 XP: Gain a new Special.

6 XP: Increase an attribute (one point).

The Imperium is a dangerous place, full of intrigue and threats. The Imperial Merchant Marines allow any band of merchants willing to sign a contract to fly trade ships. However, they are limited to following the Imperius Starlane, and do so under the command of an Imperial Officer.

The GM determines the demands the Imperial Officer makes and narrates worlds for the players.

Starlane was made by [Kyle Willey](#) in April 2015.